
DIGITAL MOVIE MAKING II

SPRING 2009



EDITING A MOVIE

■ Creating Clips

- ❑ You might want to create several smaller, more manageable clips from a single existing video clip to make it easier to work with your project.
 - ❑ Windows Movie Maker creates clips in different ways, depending on the clip's source.
 - ❑ If the source clip is from a digital video (DV) camera, Windows Movie Maker creates clips that are based on the time stamps that the DV camera inserts when the source video is originally recorded, as well as significant frame changes in the video.
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EDITING A MOVIE

■ Adding Movie Titles and Credits

- With Windows Movie Maker, you can add a title, your name, the date, credits, and other text to your movie.
 - For example, you might want to add a title to introduce a person or scene that appears in your movie.
 - You can add title text to various places in your movie: at the beginning or end, before or after a clip, or overlaying a clip.
 - The title plays for the specified amount of time, either on the screen by itself or overlaying the video as it plays, and then the title disappears and the video clip or picture continues.
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EDITING A MOVIE

■ Adding Movie Titles/Credits

1. If you know where you want the title or credit to appear in your movie, click that location on the storyboard/timeline.
 2. Click **Tools**, and then click **Titles and Credits**.
 3. Click the link that corresponds to where you want to add the title or credit.
 4. In the Enter text for title box, type the text that you want to appear as the title or credit.
 5. After you type the text, the monitor displays the default animation and format for the title or credit you want to add.
 6. To change the title animation, click **Change the title animation**, and select a title animation from the list.
 7. To change the font and color for your title, click **Change the text font and color**, and then choose the font, font color, formatting, background color, transparency, font size, and position of the title to your liking.
 8. Click Add Title.
- Note: The existing title or credit can be edited or deleted.

PRACTICE #1

1. Add a title at the beginning of the movie and give it a meaningful name (i.e. Computers in Education)
 2. Add credits at the end of the movie. The first line should say credits.
 3. Subsequent lines must include category for Video Editing and your name should be associated with it.
 4. The final line type “Thank you for watching”.
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EDITING A MOVIE

■ Adding Transitions/Effects

- ❑ A transition controls how your movie plays from one video clip or picture to the next.
 - ❑ You can add a transition between two pictures, video clips, or titles in any combination on the storyboard/timeline.
 - ❑ You might choose to use a popular and great-looking transition like a Fade.
 - ❑ Or you might choose to use more brash transitions, such as, Bars, Shatter, or Zig Zag (to name just a few).
 - ❑ You can improve your moviemaking by adding your own special touches to make your movies look distinctive and professional.
 - ❑ By adding transitions and effects, you can make sure that your movie flows nicely from one scene to the next and give it the look you want.
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EDITING A MOVIE

■ Adding Transitions

□ Follow these steps:

1. On the storyboard/timeline, click the second of the two video clips, titles, or pictures that you want to add a transition between.
 2. Click **Tools**, and then click **Transitions**.
 3. In the Contents pane, click the transition that you want to add. You can click **Play** under the monitor to see a preview of what the transition looks like.
 4. Click **Clip**, and then click **Add to Timeline** or **Add to Storyboard**.
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PRACTICE #2

1. Switch to the story board.
 2. Put a transition between all your clips.
Experiment with several ones
 3. Re-save your project.
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EDITING A MOVIE

■ Changing Transition Duration

- ❑ Follow these steps to change the amount of overlap between two clips:
 1. To view the Transition track of the timeline, expand the Video track.
 2. On the Transition track of the timeline, do one of the following:
 - ❑ To reduce the transition duration, drag the beginning of the transition towards the end of the timeline.
 - ❑ To increase the transition duration, drag the beginning of the transition towards the beginning of the timeline.
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■ Adding Effects

- Effects enable you to add special effects to your movie.
 - For example, you might have an imported video that you want to look and feel like a classic, old-time movie.
 - If so, you could add one of the Film Age effects to a video clip, picture, or title to make the video for that clip look like an old-time movie.
 - Follow these steps:
 1. On the storyboard/timeline, select the video clip, picture, or title to which you want to add the effect.
 2. Click **Tools**, and then click **Effects**.
 3. In the Contents pane, click the effect you want to add. You can click **Play** under the preview monitor to see a preview of what the effect looks like.
 4. Click **Clip**, and then click **Add to Timeline** or **Add to Storyboard**.
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EDITING A MOVIE

■ Adding Effects

□ Notes

- You can also add an effect by dragging the effect from the Contents pane and dropping it on a picture or video clip on the Video track of the timeline, to the effect cell of a video clip, or to a picture on the storyboard.
 - The thumbnail view in the Contents pane displays examples of the different effects.
 - If you upgraded your computer from Windows XP to Windows Vista, any additional transitions and effects that you had previously downloaded and installed will not be available in the current version of Windows Movie Maker.
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PRACTICE #3

1. Put a **Fade out to Black** effect in your Title clip.
 2. For the next clip, select the **Fade in from Black**
 3. Incorporate effects to your other clips accordingly.
 4. Re-save your project.
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EDITING A MOVIE

■ Adding Narration

- You can make your movie more personal by describing in your own words what happens in your movie.
 - The following steps describe how to add narration to your movie:
 1. If the Storyboard view is visible, click **View**, and then click **Timeline**.
 2. Move the playback indicator, which appears as a square with a vertical line below it, to a point on the timeline where the Audio/Music track is empty, and where you want to begin your narration.
 3. Click **Tools**, and then click **Narrate Timeline**.
 4. If **Show more options** is visible, click it.
 5. To prevent any audio from playing over your speakers while you record your narration, select the **Mute speakers** check box. This helps to keep unwanted audio or echoes out of your narration.
 6. Under Audio device, click the audio capture device that you want to use. This option is available only for analog devices, and the audio device will usually be the name of the sound card that is installed on your computer.
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EDITING A MOVIE

■ Adding Narration

7. To adjust the recording level of your narration, speak into your recording device and move the Input level slider to a place on the meter that registers your voice at the volume you want.
 - You'll probably want the slider toward the upper part of the meter, but below the red-colored area.
8. Click **Start Narration** and begin to narrate the contents of the timeline.
9. When you finish your narration, click **Stop Narration**.
10. In the File name box, type a file name for your narration, and then click **Save**.
11. Click **Done**.
 - Windows Movie Maker automatically imports your narration into the current collection and puts it on the timeline at the point on the Audio/Music track where you first began to narrate.
 - Windows Movie Maker saves the file with a .wma (Windows Media Audio) file name extension to the folder you choose.

EDITING A MOVIE

■ Adding Narrations (Tips)

- ❑ If you want Windows Movie Maker to automatically stop recording when you reach another audio track on your timeline, select the Limit narration to available free space on Audio/Music track check box before you begin recording your narration.
 - ❑ You can wear headphones instead of muting your speakers to keep unwanted audio out of your narration.
 - ❑ By using headphones, you can also hear any other audio on your video clip. This gives you a better idea of what your audience will hear when they play your published movie.
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PRACTICE #4

1. Add a brief narration for the title clip introducing yourself and stating the topic of the video. No more than 30 seconds.
 2. If the narration ends up to be longer than the duration of the title clip, adjust the latter accordingly.
 3. Re-save the project.
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EDITING A MOVIE

■ Adding Music

- Music can be an excellent way to establish the mood of your movie, and adding music is easy in Windows Movie Maker
 - Follow these steps:
 1. Click **File**, and then click **Import Media Items**.
 2. Browse to the file that you want to add, and then click the file.
 3. Click **Import**.
 4. Drag the music file to the Audio/Music track of the timeline.
 5. Use the preview monitor to preview the accompanying video, and then drag the audio track to the right or left to better synchronize the audio and video, if needed. The pointer turns into a hand when you click the audio file, indicating that you can move it.
 - **Tips**
 - A quick way to adjust the volume of an audio clip on the Audio/Music track is to right-click the clip, and then click Volume. Adjust the volume with the slider.
 - You can add both music and narration to the Audio/Music track in Windows Movie Maker. Both can play at the same time in your published movie. You can then adjust the audio levels to determine which audio will play louder than the other in your movie.
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PRACTICE #5

1. Import **Mystery.mp3** from Wikispaces into your project.
 2. Add it to the timeline. It should start at the title clip. Adjust accordingly.
 3. Re-save your project.
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USING PICTURES FROM VIDEO FRAMES

- You can take a picture of an individual frame from an imported video clip in Windows Movie Maker and then use that picture in your movie as a still picture.
 - Pictures that you take from video clips in Windows Movie Maker are automatically saved as JPEG files, with a .jpg file name extension.
 - Follow these steps:
 1. In the Contents pane, click the video clip that you want to take a picture from.
 2. Under the monitor, drag the playback indicator on the seek bar to the frame of the video that you want to capture as a picture. You can use the Next Frame and Previous Frame buttons under the preview monitor to find the exact frame that you want.
 3. Click **Tools**, and then click **Take Picture from Preview**.
 4. Type a name for the picture file, and then click **Save**.
 - **Note:** You can also take a picture from a video clip on the storyboard/timeline, but taking a picture from the clip in the Contents pane often provides a higher-quality image.
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ADDING TITLE, AUTHOR NAME, DESCRIPTION

- You can add properties such as a title, an author's name, or comments to a project to help you organize projects on your computer.
 - This information, sometimes called metadata, is also saved with your movie when you publish it.
 - Because this information may be displayed in many media players when your movie is opened, do not enter any personal information in the Project Properties dialog box that you do not want others to see.
 - Anyone who has your movie will be able to view the information that you enter.
 - You can view and set your project's properties in Windows Movie Maker.
 - You can also display project properties in Windows Explorer, and use the properties to organize or search for your projects.
 1. Click **File** and then click **Properties**.
 2. Type any information you want to add, and then click OK.
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PRACTICE #6

1. Enter information for title, author, and rating.
For author, you may use a pseudonym.
 2. Re-save your project.
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PREVIEW A PROJECT

- You can preview whole projects or smaller components such as audio or video clips, transitions, and effects in Windows Movie Maker.
 - Periodically previewing a project in the monitor as you work on it is useful to see how it looks and sounds and to check your editing.
 - Or, to ensure that you have imported the content that you want to use in your movie or to change individual clips, you can view or listen to an individual video or audio clip.
 - You can also preview video effects and transitions to see what they look like before you add them to your project. To do this, click an effect or transition in the Contents pane, and then click Play under the preview monitor.
 - Follow these steps:
 - Add one or more clips to the storyboard/timeline.
 - Click the **Play** menu, and then the click **Rewind Storyboard** or **Rewind Timeline**, depending on the view that you are using. This ensures that the preview will start at the beginning of your project.
 - Under the preview monitor, click the **Play** button.
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PUBLISH A MOVIE

- When you finish working on a project, you can publish the project as a movie.
 - A movie is a Windows Media file with a .wmv file name extension or an Audio-Video Interleaved (AVI) file with an .avi file name extension.
 - When you publish a movie in Windows Movie Maker, you can share it with others in a number of ways:
 - ❑ through your computer
 - ❑ recordable CD
 - ❑ recordable DVD
 - ❑ attachment in an e-mail message
 - ❑ videotape in a DV camera.
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PUBLISH A MOVIE IN COMPUTER

1. In the **Movie Tasks** pane, click **Save to my computer** in the Finish Movie section.
 2. In the File name box, type a name for your movie.
 3. In the box below, choose where you want to save your movie once it's published, and then click **Next**.
 4. Choose the settings you want to use to publish your movie, and then click **Next**. The movie file will be generated and it may take several seconds or minutes.
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PRACTICE #8

- You have been asked to produce a movie related to the Amazon rainforest for one of your school classes. You have several resource files at your disposal.
 1. Go to the class wiki and download the Amazon videos to your disk. Make sure to watch them once. The video files are:
 - Amazon animals
 - Amazon plants
 - Amazon explorers
 2. Download the audio file **Amazon audio master.wav** into your disk. Make sure to listen to the file once.
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PRACTICE #8

3. Synchronize the amazon animals' video clip with the amazon audio master. Do the necessary editing.
 4. Incorporate the plants and explorers video creatively in your production.
 5. Produce the video as a wmv file called AmazonSchoolMovie.wmv
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